```
 40 PRINT "START WRIGGLER TAPE AND PRESS A KEY": PAUSE 0
 50 FOR I=1 TO 7000: NEXT I
 60 RANDOMIZE USR 23296
 70 DATA 49,255,255,221,33,0,64,17,0,27,205,31,91,221,33,200,
        92
 80 DATA 17,40,163,205,31,91,33,253,195,54,0,195,92,195,175,
        55
 90 DATA 20,8,21,243,62,19,211,254,219,254,31,230,20,246,1,79
100 DATA 185,195,107,5
```

3D LUNATTACK

THE POKES

Merge the tape, and stop when OK command appears now for 255 lives enter the following directly:-

```
POKE 23792,02
POKE 23793,255
POKE 23794,50
POKE 23795,119
POKE 23796,207
POKE 23797,205
POKE 23798,8
POKE 23799,207
```

Then enter, goto 2 and start tape.

ARCADE HELPLINE

Lars Nolander of Sweden, put in our pokes in issue 4 on Kokotoni Wilf but he is still having problems on the screen with the signpost saying London/druids, where there is a terrible bird on the screen. Apparently as you enter the screen the bird starts to move into the tunnel and you can't get past it no matter how many lives you've got.

Can anyone give a poke to rid Lars of this dreaded bird. Write to us or direct to Lars his address is, Box.1120, s-581
11 Linkoping
Sweden.

If you're stuck in an arcade game write in and if we can't help we'll print your request in this column.

BACK ISSUES

Copies of the original Hints and Pokes brochure are still available on request.

They are priced at £1.00 each or £4.00 for all 5 issues.

Issue 1 of the Spectrum arcade handbook is still available at £1.00

(Overseas customers please add 25% to all stated prices).

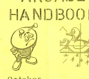
ISSUE 3 SPECTRUM ARCADE HANDBOOK

AVAILABLE FROM 4 TH NOVEMBER

SEND ALL CORRESPONDENCE TO:-

H&D SERVICES,
1338, ASHTON OLD ROAD,
HIGHER OPENSHAW,
MANCHESTER,
M11 1JG.

SPECTRUM ARCADE HANDBOOK



October

ISSUE 2

EDITORIAL

Welcome to issue 2 of the arcade handbook. It contains one or two new items which may be of interest, we certainly have tried to improve the content and style of our handbook. Our correspondence from our readers is growing steadily, but there are still many of you we have never heard from, so get entering the competitions or sound off about anything you want we'd love to hear from you.

GOSSIP DIARY

So Sinclair decides to launch his 128K machine in Espana hey, typical, by the time he puts it out here 48K owners will have plumped for something else, heaven forbid. I don't suppose his decision has anything to do with Dixons, who have large stocks of 48K's to clear this christmas. A pre-christmas launch would certainly not be a good idea as far as Dixon's are concerned, and so it appears Sinclair agree.

The great cheapo games dogfight continues as Firebird reduce their Silver range prices to £1.99 in line with Mastertronic Their reason primarily is to secure their position in the budget software market which apparently now accounts for 20% of the software sales in the games market as a whole. A Mastertronic spokesman was unperturbed and stated that they out sell Firebird not only on an individual title basis but also in the number of titles available. One interesting fact to note is that both companies will produce a range of titles at a medium price range around £3 to £4. Firebird are to call their not surprisingly the Super Silver range, and Mastertronic as equally appropriate the Mad Range!.

More magazines go bump and are changing hands. Your 64 has now been sold to Argus specialist publications and will be incorporated into Your Commodore from the November issue. Less fortunate are COmputing Today, Personal Computing TOday, MSX User, Digital and Micro Electronics, Orchard COmputing, Micro Choice, Personal Software and Software Today, who all go to the wall. Fortunately only 7 editorial staff were made redundant.

ISSUE 1 COMPETITION WINNERS

Congratulations to Neil Ure of Plymouth who wins this months £5 worth of software. Southern Belle is on its way to him.

ACKNOWLEDGEMENTS

We thank the following readers for their contributions which appear in this issue.

G. Graham, Manchester. S. Moore, Huddersfield. A. Gledhill, Barnsley. M. Innes, Blackburn. S. Mercer, London. J. Lugas, Whitehaven. J. Roger, Scotland. W. Posley, Liverpool. D. Hay, Manchester. H. Ashworth, Burnley. N. Ure, Plymouth. K. Heath, Birmingham. M. Williams, Cleveland. D. Murphy, Ireland. K. Offer, Kent. J. Costello, Ipswich. E. Ryan, Ireland. M. Amario, Guernsey. S. Griffiths, Wrexham. D. Kolb, Wokingham. P. Shackleton, W. Yorkshire. C. Alderslade, Maidenhead. B. Lindberg, Sweden. M. Morgan - Birmingham. R. Silferberg, Sweden. R. Shirley, Upchurch. J. Wheeler Nottingham. B. Jones, Leeds. A. Underwood, Leicester. T. Walsh, - Glasgow. J. Cooper, London. P. Clapson, Derby. A. Campbell, Chesterfield. A. Patel, West Bromwich.

TECHNICAL SPOT

LOADING PROBLEMS ON ISSUE 2 or 3 SPECTRUMS

We have had a number of readers who have had problems loading games on issue 2&3 Spectrum. A. Gledhill of Barnsley, has sent in a solution that may help. CHeck the Spectrum by entering 57342. If this gives you a 191 then try entering out 57342,255 and load the game as normal.

WANTED YOUR HINTS/POKES/MAPS

We are still giving £5 worth of software to the best hints/pokes maps received before our next publication date.

We are also giving away 2 Firebird Silver range tapes. Even if you send in just one hint and we use it you will become eligable for our draw where all contributions go into a hat and the one pulled out wins 2 tapes.

(please state which tapes you require along with your hints)

Please ensure your hints meet the following conditions:-

a) POKES - Always try to include all the associated infomation. Its impossible for us to test all the pokes we receive and don't forget that not everyone has the knowledge to know where to put the poke.
b) HINTS - Please write as clearly as possible so that we can print them correctly.
c) MAPS - Ensure the maps are no bigger than A4 size and they must be coded in black and white (if you wish a map returned please enclose stamped adressed envelope).

So what are you waiting for, start putting those tips together.

HACK ATTACK

This is where we take a general look at the business of hacking and try to give some help and direction to people who are interested in starting to hack into programs.

HOW DO YOU START

People expect to be able to read a list of instructions and then go on to hack into all their favorite games and come up with infinite lives etc.

If things were so simple. What you need is a knowledge of machine code. There are certainly one or two books about that subject around and even more importantly the knowledge to relate it to breaking into your Spectrum programs. Two recommended titles are Understanding your Spectrum which helps you get started with machine code and the Complete Spectrum Rom Disassembly which is more useful when you have attained a knowledge of machine code. BOth are from Melbourne House and are well worth buying.

You need certain tools including a dis-assembler again there are a number about. You will also need a good header reader. Information on these items will be found in the books above. We can't go too far at this stage and if you are serious get yourself tooled-up. We will continue to help, hopeful hackers in the coming issues.

BASIC POKING INSTRUCTIONS

STEP 1- Instead of load"" you type in merge"" - (ENTER) merge = T in extended mode.
STEP 2- Start your game tape.
STEP 3- The tape should start loading as normal.
STEP 4- When O.K. message appears on the screen immediately stop your tape.
STEP 5- Type in LIST (enter) (list = press K).
STEP 6- The header should now appear on your screen. You now either edit or retype in the line you wish to alter.

STEP 7- To enter the poke you need to find the line with the last, PRINT USR or RANDOMIZE USR statement. ie. if a line ends:-
PAPER0: CLS: PRINT USR 31000 and you have 2 pokes to enter ie POKE 35100,255: 35170,0: place them into the line and the new end should be
PAPER0: CLS: POKE 35100,255: POKE 35170,0: PRINT USR 31000
STEP 8- When you are happy with the line (enter)
STEP 9- The change should now go up into the header.
STEP 10- Type RUN (enter) (run = press R)
STEP 11- Then restart your game tape from where you stopped it.
STEP 12- The game should now load with your pokes taking effect.

If it is a long header you can save the new header to a blank tape to save having to type in everytime you play the game. So at step 10 don't run it but save it. If you do this don't forget to play the game tape past its header. Put the new header in and carry on from step 10.
Before we leave you this month a new game called Hacker from Activision is due out on the Spectrum. We have seen the CBM version and it looks to be a good game. You're stuck in a communications network with no apparent way out. We'll keep you informed.

READERS RECOMMENDATIONS

Damien Murphy of Ireland, recommends.
A machine program for breaking out of machine code (and basic) can be found in issue 1 of Your Spectrum - this is very good for hacking into games (if you have'nt a copy of this issue don't panic, we will supply a copy of the article to anyone who asks for it).

Eion Ryan of Ireland, recommends.
A computer tape deck called the Twillstar MC3810, which loads all his games first time without anyproblems. It is priced at £25.95

If you can recommend anything for home computer owners, let us know and we will print it in this column.

SPECTRUM SOUND

We all know that our SPectrum has'nt got very good sound but we know many people do not realise that there is a way to increase the sound output very easily. All you do is play the sound back through your cassette recorder. Leave your mic connected and disconnect the ear plug then make sure there is nothing in your cassette and press play. The sound will come through your cassette recorder and adjust the volume to suit. You will find this works on most games.

MODEM NEWS

Just under 600 new subscribers were added to Micronet during August with the now defunt Prism modem riding high. The two year old VTX5000 accounted for 231 of the new subscribers. It seems as though Spectrum owners are turning to modems in large numbers.
Of the current machine ownership of Micronet 50% own the BBC, 30% Spectrum, and 4% Commodore.

MESSAGES

Trond Nyland, who owns a 48K Spectrum wants some pen friends.
His address is:- Haavegen 14, N-5582 Halsey Ivefsen,
NORWAY.

If you have any messages you'd like us to print send them in.

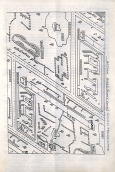
GENERAL POKES

To disable break key	POKE 23613,((PEEK 23730)-5)
To enable break key	POKE 23613,((PEEK 23730)-3)
To turn on caps lock	POKE 23658,8

ACTION BIKER (CLUMSY COLIN)

The first 40 items, with locations, is as follows:-

ITEM	LOCATION
CRASH HELMET	By the tree on corner opposite garage
RIDING LEATHERS	Rear of building site and garage, near the pond
HIGHWAY CODE BOOK	Rear area of rollercoaster
GEAR BOX	In building site (enables you to use LO gear)
GLOVES	In enclosure, side of rollercoaster
HEADLAMP	Side of race track, near the start
PETROL GAUGE	Side of race track
LARGE FUEL TANK	Below centre of lake (bike can now be refuelled to green level)
TOOLBOX	Enclosure, rear of building site
MUDGUARDS	TOp left area of side of rollercoaster
SUNGLASSES	In enclosure, right side of race track
FAIRING	Inside ground of rollercoaster (enables bike to go faster)
CAN OF POP	Left side of race track
VISOR	In centre of building site
EXHAUST PIPE	In enclosure, right side of race track
POWER BREAKS	Up ramp into enclosure to right side of lake
SPEEDOMETER	Top of pond, rear of building site
BREAK LAMP	Inside building site
OIL CAN	Top left area, side of rollercoaster
TURBO-CHARGER	Up on ramp of building site
COOLING FINS	Up ramp into enclosure, right side of lake
INDICATORS	Rear area of garage
MIRROR	On top left track of rollercoaster
TWO-TONE HORN	Left side of race track
REFLECTORS	On top of building site ramp
ROAD MAP	Left side of race track
ELECTRIC STARTER	Rear of building site, by trees
LUNCHBOX	On top right track of rollercoaster
C.B. RADIO	Enclosure, right side of race track
GO FASTER STRIPES	Inside building site, on right
WATER SKIS	Above garage (allows bike to travel over lake and pond)
FIRE EXTINGUISHER	Right side of lake, near enclosure
FOG LAMPS	In lake
STOPWATCH	On top of building site ramp
MOTO-CROSS TYRES	Enclosure, left of rollercoaster
PERSONAL HI-FI	On top of building site ramp
ELECTRONIC IGNITION	In lake
REV COUNTER	In pond
WINDSHIELD	Up ramp into enclosure, right side of lake
TICKET FOR DRAG RACE	On island in middle of lake (you now go to the race track. Move to position just behind start line, go on green light straight to the other end of the track or you will be disqualified and lose a life)



ALIEN-8

To see the final mind blowing effects!! in this game enter the following and then lose all your lives, you'll be impressed! (the basic header below appeared in issue 4, we repeat it for those who have not seen it).

TYPE IN THE FOLLOWING:-

```
10 FOR T = Ø TO 28: READ A
20 POKE (23296+T), A: NEXT T
30 RANDOMIZE USR 23296
40 DATA 221,33,12,91,17,17,Ø, 175,2Ø5, 194,4
   2Ø1
50 DATA Ø,67,74,39,115,32,8Ø,82,79,71,32,161
   Ø5,2ØØ,2ØØ,36,4
```

Put a blank tape in your cassette and start it recording then run the above program.

When its finished rewind the tape and reset your computer.

Now wind your Master Alien 8 tape past its first small block.

Load your new header on blank tape, then put in the master, start it playing and you should get the OK message.

Now type and enter.

POKE 24809,03:POKE 2481Ø,76:GOTO Ø restart your master tape and it should load normally. When its loaded if you have the Sinclair screen with a black border everything is OK.

For the final effect type and enter:-

POKE 46952,195:POKE 47053,24

Then type and enter:-

RANDOMIZE USR 25344

To start the game.

An easy way of finding out whether there are any hidden objects in the room, is to drop an object. If you can only drop one then there must be another object in the room as you are only allowed to drop 2 objects per room.

ASTRONUT

THE POKE

For infinite lives. POKE 35136,n (n=no of lives)

A VIEW TO A KILL

To get the final screen use code BBNQE.

CAULDRON

THE POKE

For infinite lives do the following:-

Play your master tape upto the point where the Witch picture appears then stop the tape immediately. Re-set your Spectrum and type in and enter the following:-

```
10 CLEAR 24599: FOR f = 23296 TO 23309: READ a: POKE f,a:
NEXT f
20 LET L = USR 23296: POKE 40080,0: LET L = USR 24600
30 DATA 221,33,24,96,17,232,150,62,255,55,205,86,5,201
```

Run this and restart master tape, from where you stopped.

CHUCKIE EGG

THE POKE

Merge the tape, and stop tape when OK message appears. Enter. POKE 24501,195:GOTO 1 Then load the game. When the game has loaded enter POKE 42837,0:RANDOMIZE USR 42000

CYCLONE

If you have noticed a Cyclone brewing, head for an island and land although you don't get any fuel you are safe.

CYLU

Always carry a fuel pod with you as your energy is depleted very quickly.

DALEY THOMPSONS SUPER TEST

THE TUG O'WAR

For anyone having trouble with this event, you can progress a lot farther if you don't thrash the joystick. Steady consistent left right movement is usually enough to get you through.

DOOMSDAY CASTLE

THE ROUTE TO TAKE FOR COMPLETION

Upper right door, upper right door, lower right door, lower right door, upper right door, and then the lower right door seven times. Leave the castle via the top right door before it explodes.

DRAGONFIRE

THE POKE

To move faster POKE 35136,n (n=no of lives)

DYNAMITE DAN

You can bounce on the telegraph wires to reach the higher levels of the maze. By not moving left and right and jumping up and down, each time you land you bounce higher each time and you can fly through several screens at a time.

When you get the 8 sticks of dynamite walk up to the safe and when it starts to glow go back quickly as it'll blow. To get the plans use the trampoline to get on top of the laser, when it fires walk across underneath plane and jump to collect.

EVERYONES A WALLY

A COMPLETE SOLUTION

THE LETTER B

Change to Wilma and get book 1 and 2, change book 1 for the jump leads on table 1 in the library, then change book 2 for the burner in the library. Now get book 3 and change this for letter D, which should be taken by Wilma to the bank.

THE LETTER N

Rescue Dick, get the gas mask and go into the cave, get the letter N, and this should be taken to the bank by Tom.

THE LETTER E

Change to Wally get the super glue and the broken hook and take them to the workshed. Put the hook on top of the bench and walk under the vise with the super glue. Take the hook to crane and it should say hook working.

Change to Wilma and get the parcel and stamp, go to the Post office, walk to the far end of the Post Office. The parcel should now be stamped, exchange the parcel for the letter E, and this should be taken to the bank by Dick.

THE LETTER A

Change to Tom, get the oil can and go to the trolley in the Mega Store. Change to Harry and jump on the trolly then onto the freezer to get the letter A. This should be taken by Harry to the bank.

THE LETTER K

Change to Dick, collect the Monkey nuts and go to the ZOO and get the monkey wrench. Now get the plunger and go to the fountain jump up to the top and touch the statue. Change to Wally and get a bucket and sand. Walk past the fountain and the bucket and the should now be full and go and get the cement by the cement mixer, then get the trowel, now walk past the wall, change to Harry get the fuse wire and the blown fuse, get the good insulator and the screwdriver and go to the telephone box. Play asteroids until a short tune is played, now go and mend the Pylon with Harry and go and get the jump lead. Now become Tom and get the battery from the fork lift truck. Drop this somewhere. Now become Harry, collect the battery and go to the Gee Pee station. Go past the green thing and back-out of the station.

Drop the battery and now get Tom to pick up and place it back in to the fork lift truck. Become Wally and walk on to the platform and get the letter K. Which should be taken by Wally to the bank.

VOILA! (easy is'nt it?).

FALL GUY

THE POKE

To make it easier to progress type in the following:-

```
10 CLEAR 24100:LOAD""CODE 64100
20 RANDOMIZE USR 65100
30 LOAD""CODE:POKE 43896,2
40 RANDOMIZE USR 41200
```

Run and play tape.

FRANK BRUNOS BOXING

We've had one or two codes sent in to help you all the way even to see the final screen.

1. Canadian Crusher [enter]
2. Fling Long Chop ADE/DG8INL4NS or MIK/ABEINFOLA or BBB/BQLIG88T
3. Andra Puncheredov ADE/FGCIHN2L8 or MIK/DDIINSEAT or SFV/C8T10BK06
4. Tribal Trouble ADE/MA8IIAA44 or MIK/DFCIIDNFA or SFV/DCHI9L5C0
5. Frenchie ADE/N4AIHDBA8 or MIK/MOGINFEAD or SFV/OGBIIFLOD
6. Ravioli Mafiosi ADE/07DIIA89D or SFV/FQUIIBJCA
7. Antipodean Andy ADE/DB7INL4FZ
8. Peter Perfect ADE/I5BIN92F8
9. Final Screen ADE/CBBIMA5CA

FRANK.N.STEIN

THE POKE

Type in merge"" stop tape when OK message appears, now the computer then type in and enter.

```
10 BORDER Ø: INKØ: CLEAR 24750: LOAD""SCREEN$:PAPERØ:PRINT AT Ø,6::
LOAD""CODE:POKE 28287,255:RANDOMIZE USR 27890
```

Should give you extra lives.

GHOSTBUSTERS

Another code (not another)

GHOSTBUSTERS OS520207 This will give you $871,600.

GIFT FROM THE GODS

How to kill monsters.

PILE OF SKULLS

Start sweeping when by a monster, continue until its stunned then lunge.

BLUE SKULLS

Hit one of the two top snakes, these are the easiest to hit when they appear.

HYDRAE

Hit a head.

READERS FEEDBACK

This monthly column looks at any views our readers have on any current home computer issues that either please or anger them. We start with our star letter which wins a free issue subscription to one of our handbooks.

Mr. P. Harrison of Worcester writes:-

I own both a Spectrum 48K and a Commodore 64, and as such get magazines for both machines. I count myself very lucky to have the best of both worlds and I think both machines are perfect for game players. I laugh at the childish attitude of the respective computer owners, its obvious that the JOnes aspect i.e. my machine is better than yours is just natural competitivness but when you see best selling magazines ripping into each others machines, its quite pathetic. Zzap was a main culprit earlier on as it seriously did try to put down the Spectrum computer in nearly every issue and took delight in printing letters saying the CBM was far superior to the speccy. I wrote to Zzap and also it appears did many others so they did state in their mag that they would tone down the criticism, and they appear to have stuck to their word. It just shows the mentality of the industry when it allows things like this to happen.

Just look at the recent Crash Sinclair User battle which could go to court. I am aged 16 and cannot understand how supposedly adult writers and editors can go in for the libelous sort of journalism that Crash wrote about Sinclair User. I hope Crash get sued it will serve them right.

H & D COMMENT

Well P. Harrison, you've certainly aired some angry views and in the main we do echo most of the sentiment. Obviously being involved with Amstrad, BBC, Commodore and Spectrum, we try not to show a bias as each user enjoys his own machine. As far as your last point we believe Crash did perhaps go a little far in retrospect although we did have a giggle at our issue of Crash that had the said article in. A magazine like Crash should be able to air its view in a more adult way and ensure they keep giving its own readers good value for money. Lets face it a large percentage of Spectrum magazine buyers will always buy both Crash and Sinclair User.

David Hay of Manchester, wrote to say:

It should be pointed out to readers that because some pokes don't work, it is not always that the poke is incorrect. Many software houses are now issuing different versions of their games to combat hacking.

I think this is a very childish attitude as in my opinion hacking increases the sales of certain games and certainly does no harm. Vortex I believe are changing the code in Highway Encounter every 1000 issues.

H & D COMMENT

To go through Davids points, we do accept that some pokes do fail to work due to printing errors on our part and we will always endeavour to check as much as we can. But we also agree that there can also be different versions of the same game, take "wanted monty mole" as an example, these cases were small however. The worrying thing for us is that David is quite right with his statement about Vortex who are changing the code every 1000 issues. It continues the trend of program protection that is now growing in the software industry to combat piracy. The only problem is, is that it also backfires on the legitimate hackers and game players many thousands strong who now take pride in getting infinite lives, pokes, etc on the new games. We know that software houses have a right to protect their programs and sell as many as possible, but the plain facts are that a few months ago one of the leading software houses carried out a test whereby it proved that whether a program had protection or not in no way did it affect sales or the pirating of a program(s). In the meantime we have to hope Vortex's stand is not copied by other leading software houses.

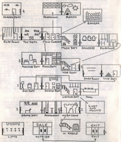
Why not try to win yourself a free subscription. Air any views you have to us here and we will put them into print.

WON'T BE LONG SWEETHEART I'M JUST TRYING OUT SOME POKES ON HIGHWAY ENCOUNTER
WEDNESDAY 25TH DECEMBER

HIGHWAY ENCOUNTER

ZONE 30 - Get started.
ZONE 29 - Leave your Vortons stacked up so that you can go on ahead.
ZONE 28 - The one eyed aliens can be picked off easily, as they only move in a straight line and only alter if they bump into something-blast them all.
ZONE 27 - Go through the glass cubes, watch the fire.
ZONE 26 - Block the mines with the barrels and shoot the wall.
ZONE 25 - Take cover behind the wall and blast the aliens.
Before you enter zone 24, shoot a few times.
ZONE 24 - The shots will pick off some two eyed aliens, they are much worse than their brothers so beware. Wait and shoot them, the filled in squares stop progress and alter aliens movements.
ZONE 23 - Shoot the two eyes, preferably from the side then use the barrels to block the mines.
ZONE 22 - Get rid of the aliens and go through.
ZONE 21 - Go back, release your friends from zone 29 and then leave them behind the barrels. Shoot away in zone 21 to kill some of the nasties in zone 20.
ZONE 20 - Faced with the big mouthed aliens, blast them away.
ZONE 19 - Blast the wall between the flames and carry on through.
ZONE 18 - Trap the mines behind one of the barrels.
ZONE 17 - Trap the mines with the blocks by shooting them into position.

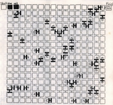
HERBERTS DUMMY RUN – THE MAP


GARDEN DEPT
4
BREAKOUT
BEACH
BOMBER
ROPE ROOM
TOY DEPT
MAIN CORRIDOR
MUSIC DEPT
SWAGERS
STOREROOM
3
FURNITURE DEPT
GAME DEPT
WAR ROOM
3
DARK ROOM
WINE DEPT
1
BED DEPT
SHIELD ROOM
LIGHTING DEPT
POOL
2
SPORTS DEPT
RESTAURANT
CASTLE
2
LOST AND FOUND
SALE
EXIT
LIFTS
OUTSIDE
CASTLE
EXIT
1

COMPILED WITH HELP FROM S WARD, TYNE + WEAR, T MAWSON, CLEVELAND.

Psytraxx

level 1 (white


Start here
Finish

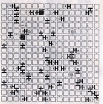
R H red Force Field.
M H magenta Force Field.
B H blue Force Field.
G H Green Force Field.
Y H yellow Force Field.
C H cyan Force Field.

■ Location of colour keys.

○ Transporter to floors

COMPILED BY S WARD, TYNE + WEAR

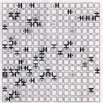
Psytraxx level 2 (yellow)



R H . red Force Field.
M H magenta Force Field.
B H blue Force Field.
G H Green Force Field.
Y H yellow Force Field
C H cyan Force Field.

■ location of colour keys
○ Transporter to floors.

Psytraxx level 3 (cyan)

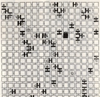


R H red Force Field.
M H magenta Force Field.
B H blue Force Field.
G H Green Force Field.
Y H yellow Force Field.
C H cyan Force Field.

■ location of colour keys.
○ transporter to floors.

Psytraxx

Level 4 (Green)



RH red Force Field.

MH magenta Force Field.

BH blue Force Field.

GH green Force Field.

YH yellow Force Field.

CH cyan Force Field.

■ location of colour keys

○ transporter to floors.

ZONE 16 - There's an alien disc hiding in the blocks blast the front and destroy it on the diagonal.
ZONE 15 - Discs again, get rid of them as soon as you can preferably from a distance.
ZONE 14 - Use glass blocks for cover and get these discs.
ZONE 13 - Collect those barrels
ZONE 12 - Trap the diagonal mines with these barrels.
ZONE 11 - Blast the aliens.
ZONE 10 - Go back and release your friends from zone 21, and leave them back here.
ZONE 9 - Some bigmouths to get rid of.
ZONE 8 - Block the mines with the barrels.
ZONE 7 - Blast away and clear those nasties, get the blocks.
ZONE 6 - Not much going on here, just get rid of as many nasties as possible.
ZONE 5 - With the blocks from 7 your aim is to block those dreaded mines.
ZONE 4 - Discs again, get shooting down the left hand side.
ZONE 3 - Get those barrels, you'll need them.
ZONE 2 - Get these barrels plus some from zone 1 to block those mines.
ZONE 1 - Blast them discs then go back and get your little brothers.
ZONE 0 - Get your lasertron here and its all over.

WARNING Always ensure that when you encounter aliens make sure none get past you as they can go and kill off your brothers, and always ensure that when you're blocking you leave the central path clear.

HELICHOPPER

For infinite lives type the following:-

```
10 CLEAR 33899
20 LOAD "" SCREEN$
30 LOAD "" CODE
40 POKE 40823,0
50 LOAD ""
```

Run this then play original tape from start.

HERBERTS DUMMY RUN

OBJECTS AND THEIR LOCATIONS

RED WHALE - GARDEN DEPT.
BOOK - ROPE ROOM.
TEDDY BEAR - TOY DEPT.
THE BRICK - MAIN CORRIDOR.
GLOVE - BREAKOUT.
PEBBLES - BEACH.
THE RADIO - MUSIC DEPT.
SPACE HOPPER - STORE ROOM.
BOX KEY - FURNITURE DEPT.
PETE'S BOOK - BOOK DEPT.
HONEY POT - RESTURANT.
CHOCOLATE 10p - CARRIED.
TENNIS RACQUET - CARRIED.
TOY CAPS - DARK ROOM.
CORK - WINE DEPT.
TORCH - BED DEPT.
COAT OF ARMS - SHIELD ROOM.
LIGHT BULB.
DUCK - POOL.
CANNONBALL - BOMBER.
ROPE - OUTSIDE.
CATAPULT - EXIT.
POP GUN - SPORTS DEPT.
CAMERA - IN CASTLE.
FLAG - ON TOP OF CASTLE.

HYPER SPORTS

SWIMMING

To break records and get a good start on your opponents, don't wait for the gun to fire. As soon as the man gets ready to dive the time is always the same before the gun goes off so wait for a split second then start waggling you will soon be able to time it perfectly so that you're off as the gun goes and by the 10m mark you'll already be in front. Don't worry about making false starts while you get the timing right.

SKEET SHOOTING

If you find it difficult mastering the two sights then concentrate solely on one of them and accurate firing should get you through even though you may miss one or two. Always ensure you hit the one large skeet as it is worth 5 times the smaller ones. If you have shot well a duck will fly across the screen so always be on your toes if you have hit everything and shoot as soon as the duck appears to get a perfect score.

LONG HORSE

Always get as near to the end of the springboard as you can and always time it so your flipping of the horse as you reach a full handstand. For distance wiggle the joystick like mad and always make sure you prepare for your landing in good time by one or two knocks on your joystick to straighten up.

ARCHERY

The wind speed does play an important part in this and always take account of this, use your first attempt to practice firing at different times and make use of the head on target in the right hand corner as a marker, so say when your targets middle passes the edge fire, this is useful in the strongest southerly wind situation. As suggested on the inlay, if your timing is correct an angle between 4.8° and 5.2° will get you 400's and nice shots at 600.

TRIPLE JUMP

Fairly easy to qualify, concentrate on getting your speed up and then as the jump line appears the speed freezes and you can concentrate on getting as near to the line as possible before you jump angles between 40° and 50° on each leg of the jump should give you enough to qualify.

WEIGHT LIFTING

Probably the hardest event but steadily build up the power so thrashing of a joystick as you won't be able to keep it up. Then when you've enough power press the fire and hammer your joystick furiously until hopefully you get your 3 lights. (If Daley THompsons decathlon breaks a few joysticks, I hate to think what this game will do).

JACK-AND-THE-BEANSTALK

THE POKE

For infinite lives POKE 56110,0

JASPER

By using the flowers you can jump twice as high.

JET-SET-WILLY-II

BANYAN TREE

To get the object in the Banyan tree, climb up from the west of Kitchen.

OFF LICENCE

Go through the garden to get to the Off Licence.

ROPES

Rope in the swimming pool leads to orangery
ROpe in Cold room leads to severe.

Rope in we must perform a Quirka Fleeg leads to Watch Tower and from there you can get to space. (to climb ropes, jump onto rope, when rope goes left pass right and vice versa.

SPACE

When in space explore until you get to 'beam me down scottie', and here we go onto the left platform at the top of the screen. Right platform beams you back to the Bathroom.

There were certain problems with last months pokes for the above and we have a corrected first version which we had working but which failed to work on someone elses machine.

Anyway our thanks to Mike Williams of Cleveland for his correction.

THE POKE

Type in the following:-

```
10 CLEAR 64999
20 LET x= (value of amount of objects to be collected)
30 LET y= (number of start room)
40 FOR n= 65000 to 65047:READ a:POKE n,a:NEXT n
50 PAPER 0: INK 0 : BORDER 0: CLS
60 RANDOMIZE USR 65000
70 DATA 221,33,0,64,17,56,185,62,255,55,205,86,5,243,40,240
80 DATA 33,6,254,17,197,100,1,50,0,237,176,195,0,95
90 DATA 62,255,50,67,117
100 DATA 62,x,50,120,135
110 DATA 62,y,50,75,117
120 DATA 195,0,112
```

On completion of the game something wonderful happens, we wont tell you what because it will spoil the surprise. Put down to get one object then , you will rush back to the bathroom and all will be revealed.

JOCKEY-WILSON

The running code is DSSC, all the codes can be supplied from -

Mr. D. Murphy
'Shara Croft'
glenbrook Park,
Delgany,
Co Wicklow,
Ireland.

JUMPING-JACK

In response to a cry for help on the above game, A. Gledhill of Barnsley has sent in a little routine.

Wind the original tape past the screen to the last headerless part then run this program and restart the tape. You should now be able to walk through the hazards without falling over and when you jump through a gap no more gaps appear.

Type and run the following:-

```
            10      FOR n=65000 TO 65013:READ a: POKE n,a: NEXT n:
RANDOMIZE USR 65000
            20      DATA 221,33,190,210,17,114,34
            30      POKE 60270,0: REM HAZARDS
            40      POKE 59873,0:: REM GAPS
            50 FOR n=65014 TO 65027: READ a: POKE n,a: NEXT n:
RANDOMIZE USR 65014
            60      DATA 33,190,210,17,142,93,1,114,34,237,176,195,
66,111
```

KUNG-FU

As soon as the game begins go to the centre of the screen and kick your opponent. If he does'nt fall take one step back and repeat the process until he does.

MAGAZINE-WATCH

We introduce a new item this issue that takes an unbiased view of some of our big brothers in the computer magazine world. We will go through an issue of a magazine and categorise its content into various classifications each with their own critical look see.

This time we have gone for the new look October COmputer and Video games and as it is a general magazine we will state what we believe its usefulness to each of our four main computer users Amstrad,BBC,Commodore and SPectrum.

COMPUTER AND VIDEO GAMES OCTOBER 1985 - PRICE 95p

C AND VG is published by EMAP and comes from the same stable as Sinclair User and Commodore User.

Its ABC publication figures from July to December 1984 was - 95,247. They have'nt been quick to publish their January to June 1985 figures, but there's no doubt that they are losing sales to the two successful game review mags, Crash and Zzap, hence this new look magazine which attempts to redress the balance.

But how successful is it?. The magazine contains 124 pages which are broken down into the major categories below.

ADVERTISING (62 PAGES) In the main most adverts are for games, many of which are not widely available at the time of publication.
45 of which may be of interest to CBM owners.
39 of which may be of interest to AMSTRAD owners.
45 of which may be of interest to SPECTRUM owners.
21 of which may be of interest to BBC owners.

THIS ISSUE/NEXT ISSUE (2 PAGES) A summary of whats in this and whats coming in the next issue.

NEWS ITEMS (3 PAGES) Mostly news of the new games on all four machines.

COMPETITIONS (4 PAGES) Your chance to play M.U.D. -You must already own a Modem to enter.

Your chance to win the soon to be released Lord of the Rings adventure open to all four of our computer users.

Your chance to win Summer Games II CBM owners only.

ARCADE GAMES REVIEW (9 PAGES)

25 games covered	CBM	11 games applicable.
	AMS	4 games applicable.
	SP	7 games applicable.
	BBC	4 games applicable.

Reviews also covered the Atari and Q.L.

GENERAL INTEREST ARTICLES (16 PAGES)
SKATTER - Article on the first computer created comic book 2 pages.
Lord of the Rings - Item with a preview of the long awaited classic plus a profile of the programmer 2 pages.
Map of Rupert the Toy Makers Party 2 pages.
Comic strip called the Bug Hunters 3 pages. Plus 2 page poster.
Arcade Action - Well it is computer and VIDEO games 2 pages.
Comic strip/Advertisement Pal Warrior 1 page.
Diary of a game - part 2 of an article showing how a software house puts a game together. 1 page.
C and VG Mail Order - order your games at a small discount 1 page.

READERS LETTERS AND PROBLEMS (4 PAGES)
Covers various problems, suggestions and comments by the readers

GAMES LISTINGS (10 PAGES)
10 pages of listings ignoring the pictures containing 4 games

Spectrum	1
Commodore	1
Amstrad	1
Atari	1

ADVENTURE SECTION (7 PAGES)
Contains 1 page of news on the finding of the Pimania Sundial.
Contains 4 pages of game reviews covering 6 games and 2 books.

CBM	4 games applicable.
AMS	3 games applicable.
SP	4 games applicable.
BBC	3 games applicable.

Plus one adventure which did not say what machine it ran on.
Contains 2 pages with a help-line plus clues on 14 games.

PLAYING HINTS (2 PAGES)
Covered hints on 9 games 8 hints and pokes applicable to the Commodore. 2 applicable to the Spectrum. 2 applicable to the Amstrad and nothing for the BBC.

CONCLUSION
The bad news has to be that there is now also a new Amstrad magazine called Amstrad Action which like Crash and Zzap, reviews new games. This gives C and VG another headache, and Im afraid that looking at this new style magazine I was'nt greatly impressed. There must be question marks about such a general magazine as this, you only have to think back to the demise of the once successful Personal Computer Games to realise how shaky things can get. On this showing and with the rise of Zzap and Crash and new Amstrad Action things look rough for C and VG and there is certainly room for improvement.

We will keep a close look in the future on its progress.

M&P GOES METROTEL

Paul Beshalm from London, one of our Commodore readers asked for the following to be printed.

Metrotel is a fun database for modem users using 1200/75 Baud standard, and can be accessed on 01-941-4205, and will very soon have its own M&P section via Netflash (PG 700099). This is nothing to do with this mag, except some pokes are taken from it, for more information go to page 70295 to contact me, Mugsy about it.

Paul informs us that the database can be used by all computers and the M&P section should be accessible by the middle or end of October.

SWOP SHOP

R. Shirley of 33, The Street, Upchurch, Kent ME9 7EU. Has surplus hardware, games and magazines for sale. Send a stamped addressed envelope for details to the above address.

If you have anything to swop let us know what it is and what you would like in return and we will do our best to satisfy your request.

KNIGHT-LORE

An easy way of finding out whether there are any hidden objects in the room, is to drop an object. If you can only drop one then there must be another object in the room as you are only allowed to drop 2 objects per room.

KOKOTONI WILF

The six time zones are:-

1. 1,000,000 BC
2. 1,066 AD
3. 1,467 AD
4. 1,784 AD
5. 1,984 AD
6. 2,001 AD

MOON CRESTA

Once all three ships have been joined together you have the power equivalent to 5 lasers and can amass a lot of points. Unfortunately this only lasts for a few sheets.

MUTANT MONTY

First the good news the Mutant Monty pokes in issue 5. of Hints and Pokes (what do you mean you have'nt got it, where have you been) worked on the first twenty screens.

Now the bad news the game contains forty screens. Some clever dick reader pointed this out and we all know it was our deliberate mistake to see if you were concentrating. Anyway apparently after screen 20 you revert back to having only 5 lives.

The same reader did though give pokes to remedy the problem (I told you he was a clever dick).

```
POKE 54850,0: POKE 54867,0: POKE 54893,0:POKE 55321,0
```

You also ..

```
POKE 54933,255:POKE 55663,255:POKE 56133,255
```

Seriously, our thanks go to David May of Manchester for supplying this alteration.

NIGHTSHADE

We printed a poke last issue that protected you from the slow nasties. This poke does the same thing but is quicker.

Merge the tape as usual, and when OK appears stop the tape.

Type list this will show the header as line 0, to edit this you will have to change it to line 1. so enter.

```
POKE 23756,1
```

THen list again and voila it should now read line 1. And then go into edit mode. Move the cursor along to just in front of the final print USR statement and enter:-

```
POKE 53442,0:POKE 53443,12:
```

This should now be in line 1. Type and enter run, and start the tape again.

GENERAL HINTS

MINOR NASTIES

These can be killed with the antibodies you find lying about the buildings. WARNING Some slow nasties won't be killed straight away.

MAIN NASTIES

There are 4 main nasties, The Monk, Skeleton, Ghost and the Grim Reaper. These are the main characters and your job is to finish them off. THese characters move more slowly than the others and so are easy to avoid but a touch means instant loss of life. To combat these there are 4 weapons hidden in Nightshade village. A Bible, Hammer Cross, Egg Timer. Each kills a specific nasty.

The Monk = The Cross
The Skeleton = The Hammer
The Ghost = The Bible
The Grim Reaper = The Egg Timer

One other give away is that the weapons flash if you're in the vicinity of their victim.

If by accident you shoot a weapon don't panic walk in a straight line in the same direction and you will come to it. So that you can pick it up again.

USEFUL-ITEMS

There are 2 main items that you can pick up on you wanderings. The potions bring you back to full strength and the static items that look like a giant spider enable you to walk faster for a short time.

NODES OF YESOD

To collect a mole, you must first wait at the craters on the moon surface. The mole will eventually pop out. This mole will cut through walls and shafts and caverns to reveal new locations.

PHOENIX

One of our readers was after pokes on this game and David May of Manchester sent in the following, he said its a bit long winded but its the only way he knows.

Type and enter.

```
10 LOAD "" CODE 40000
15 LOAD "" CODE 44576
```

Run this and play original tape and when OK message appears immediately stop the tape.

Type and enter.

```
POKE 48419,0
```

And then save to blank tape with the following.

```
10 SAVE "PHOENIX" CODE 40000,550
15 POKE 23736,181
20 SAVE "P2" CODE 44576,7890
```

To play the game enter.

LOAD "" CODE 23552 and play in the tape you have just saved and then the remaining parts of the original tape. You should now have infinite lives.

POTTY PIGEON

For extra points drop rocks on passing cars.

PYRAMID

Merge the tape and stop when OK message appears, enter before RANDOMIZE USR statement.

```
POKE 44005,0   (for limitless energy)
```

RAID OVER MOSCOW

SCREEN 1

Open the doors as late as possible as if your altitude gets too high you will crash into the top of the hanger.

SCREEN 2
Fly low to avoid the missile and you can blast all the ground objects. If you see a row of trees fire, and if the bomb goes through them keep on the same course and you will get through.
SCREEN 3
Hit the mid silo to progress on.
SCREEN 4
You have to hit 8 towers, 6 of which are in line with the attacking soldiersHit the lot to progress.
SCREEN 5
Watch the robots moves closely (he always moves right) after a couple of attempts you will be able to predict his movements and destroying it will be easier.

ROCKY HORROR SHOW
Press the switch that says 'do not press' and nothing will happen (great!) press it again and you will be transported to the room with the balcony and the stairs. Using this method it is quicker to transfer pieces of the de-meduso.

SHORT-FUSE
THE CODES
Taj Mahal 000
Eiffel TOwer 446
Industrial Plant 207
Oriental House 125
Big Ben 349

SKOOL-DAZE
Anever before published historical date Culloden 1746. It is possible to hit some of the shields by standing in the middle of the stairs and firing your catapult.

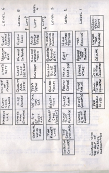
[illegible]
If anyone is still struggling with this after our solution last month, they want flogging but being kind hearted here at H&P for infinite lives and longer time do the following:-
Enter into line 90
POKE 44632,0 for lives
and,or
POKE 40199,154: POKE 40160,39 for longer time.
WARNING
Be nimble on the keyboard if you take too long typing it in the prog may crash.

STRANGELOOP
THE POKE
Type and enter the following:-

```
  5 REM STRANGELOOP POKES
  10 CLEAR 25599:FOR A = 23296 TO 23311: READ B: POKE A,B: NEXT A:
RANDOMIZE USR 23296
  20 RANDOMIZE USR 64884: POKE 63159,0: POKE 63160,0: POKE 63161,0
  30 CLEAR 64000: RANDOMIZE USR 63137
  40 DATA 85,17,198,2,221
  50 DATA 33,151,252,62,255
  60 DATA 205,86,5,48,241,201
```

Run and start your master tape from the start.

TECHNICIAN TED



MATRONS LAIR
ELECT. COND. TUBING
ON TOP OF FACTORY
WAGES DEPT
ABRASION DUST EXT.
SLICE SURFACE ABRASION
LEVEL 6
TRADES MAN ENTRANCE
FIRE ESCAPE
QUALITY ASS. DEPT.
LASER SLICE SEP. PLANT
FUMING CUPBOARD
CLEAN ROOM
LEVEL 5
LIFT
OFFICIAL UNION FLAG
A BIT OF FRESH AIR
WE CALL HIM SIR
TED'S DESK
CANTEEN
SILICON ETCHING TANK
ACID BOTTLE STORE
LIFT
LEVEL 4
LIFT
THE PICKET LINE
FACTORY GATE (START)
RECEPTION
CLOAK ROOM
SILICON SLICE STORE
ELECTRO PLATING BATH
MICROCHIP MOUNTING FURNACE
LEVEL 3
SERRATON COLLIERY
THE SHOP STEWARD
SLICE DIFF. FURNACE
BOARD ROOM
PHOTO-COPIER
MAIN CORRIDOR
BAY 7
HIGH VOLTAGE TESTING
LEVEL 2
UNDER A DIFF FURNACE
POWER GENERATOR
POWER CABLES
BEAKER STORE
BEAKER STORE TEA MACHINE
TEA MACHINE
LEVEL 1
PRE HISTORIC CAVES
DOWN IN THE SEWERAGE
DOWN IN THE SEWERAGE
CELLAR
UNDER TEA MACHINE
FORGOTTEN ROOM

COMPILED WITH THE HELP OF J. MURRAY, NORTHAMPTON

TAPPER

THE POKE

Type in the following and save to tape. Run it, if "error in data" appears it is incorrect.

Once satisfied run and start your main tape.

```
5   REM TAPPER 1
10  CLEAR 65535
20 PRINT AT 0,3;"play in Tapper Master tape"; AT 11,0;"From the
start"
30  RESTORE
40  LET TOT = 0
50  FOR N=23296 TO 23390:READ A:LET TOT = TOT + A: POKE N,A:NEXT N
60  IF TOT<> 9161 THEN PRINT AT 0,0;"ERROR IN DATA": STOP
70  RANDOMIZE USR 23296
100 DATA 237,091,003,092,042
110 DATA 089,092,043,205,229
120 DATA025,008,003,197,221
130 DATA 033,128,091,017,017
140 DATA 000,175,055,205,086
150 DATA 005,193,016,240,042
160 DATA 003,092,237,075,139
170 DATA 091,205,005,022,042
180 DATA 083,092,237,091,143
190 DATA 091,025,034,075,092
200 DATA 221,042,083,002,237
210 DATA 091,139,091,062,255
220 DATA 055,205,086,005,017
230 DATA 249,086,033,067,091
240 DATA 001,008,000,237,176
250 DATA 033,000,000,034,066
260 DATA 092,062,001,050,060
270 DATA 092,201,013,197,245
280 DATA 090,028,023,002,213
```

TRAVELS WITH TRASHMAN

One of the best routes around the world.

LONDON-PARIS-MADRID-MUNICH-MOSCOW-JERUSALEM-BENARES-HONG KONG-ALICE-SPRINGS-SAMOA-CHICHEN-ITZA-NEW ORLEANS-KENYA-SAO PAULO.

In the end the words 'time machine found in Sao Paulo' appear.

GENERAL HINTS

Try to keep away from the people on the screen as hitting them will make your money disappear quickly.

Also the cheapest option is not always the best i.e. there is more money to be made in Madrid than in Munich, if you can avoid the bull that is.

TURMOIL

Never bother to take the tools back to the shed as this only wastes time and you have more chance of being killed.

A good way of gaining more points is to fill your can with oil and swing on the ropes, dropping oil on the cranks as you do so.

Mike Williams of Cleveland, who sent in the above thoroughly recommends this game.

WIZARDS WARRIORS

Get to the corner of the screen, and stand with your back against the wall. Now fire continuously and you will become almost invincible.

WORM ATTACK

THE POKE

For infinite lives POKE 38271,0

WANTED MONTY-MOLE

HOW TO COLLECT THE OBJECTS ON THE FIFTEENTH SCREEN(THATS IF YOU'VE GOT THAT FAR)

On the pipes there is a mark running horizontal, climb up to the fourth one and jump for the object. This should prevent you from dropping to your death.

THE WAY OF THE EXPLODING FIST

When the game starts, you should walk forwards a little and then crouch down, when your opponent is in range do a low punch. This will work on most levels and you may need a flying kick first. In this way its quite easy to reach 10th Dan.

WIZARDS LAIR

THE POKE

Type in the following:-

```
10 BORDER1:PAPER1:INK6:CLS
20 PRINT AT 10,10; "LOAD TAPE"
30 FOR A = 23300 TO 23324
40 READ B: POKE A,B
50 NEXT A
60 DATA 62,255,221,33,0,0,17,0,0,205,86,5,62,255,221,33,237,
   236,17,77,1,205,86,5,201
70  RANDOMIZE USR 23300
80  POKE 60839,205:
    POKE 60811,0:
    POKE 60812,192:
    POKE 60840,207:
    POKE 60841,237:
    POKE 60808,29:
    POKE 6089,45
90  FOR C = 60879 TO 60928
100 READ D: POKE C,D
110 NEXT C
120 RANDOMIZE USR 60780
130 DATA 62,201,50,196,210,205,64,91,221,33,239,237,17,17,0,
175,205,194,4,62,255,221,33,97,210,17,227,18,205,194,4,201,3,76,47,
72,65,67,75,69,82,83,32,227,18,28,237,44,128,169
140 STOP
150 SAVE "W/LAIR" LINE 10
```

Then run it. Load in your master tape from the begining and wait for the border to go black. When it does, remove the master and put in a blank and press record and press any key.

When the border goes black again reset the spectrum. To play, type in CLEAR 60899, then load in your saved prog. then load in the master tape from the begining. The game will not run when loaded so enter the following:-

POKE 25032,a (where a = no of lives)

then to start game enter:-

RANDOMIZE USR 24130

Use your weapons wisely and make sure you have plenty of keys etc, for when you enter the vault level.

WRIGGLER

Type in the following :- (and play your master tape from the start)

```
10  BORDER 0: LET c8 =0
20  FOR I=23296 TO 23340: READ A: POKE I,A: LET c8 =c8 +A: NEXT
I
30  IF c8 <> 5994 THEN PRINT "DATA ERROR": STOP
```